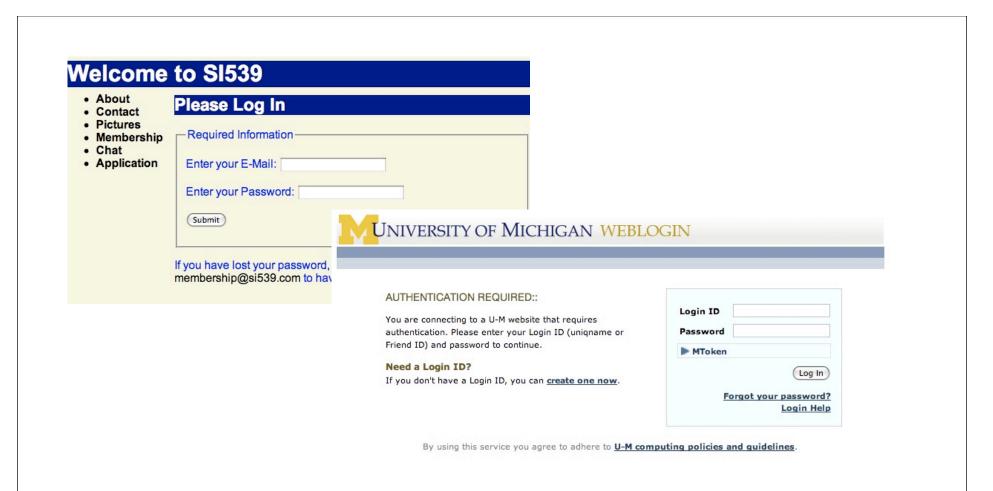
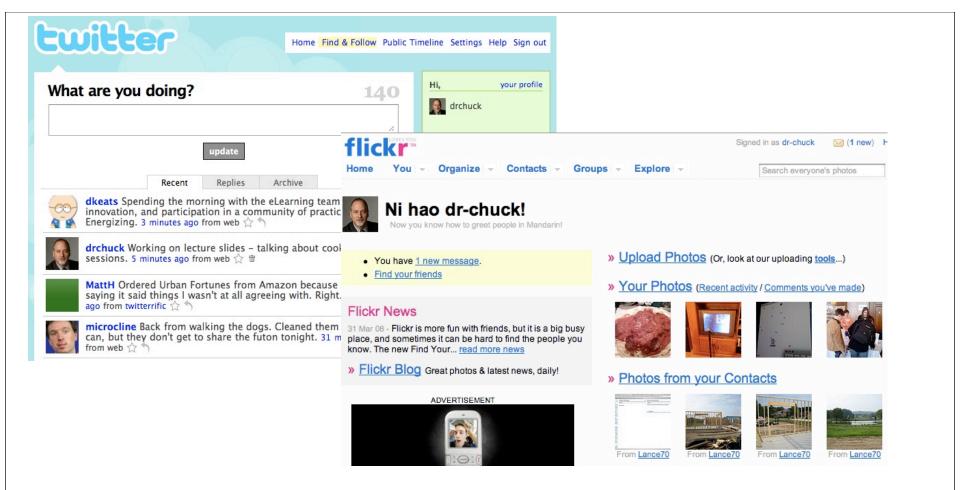
Chapter 8 - Protective Measures

SI539 - Charles Severance

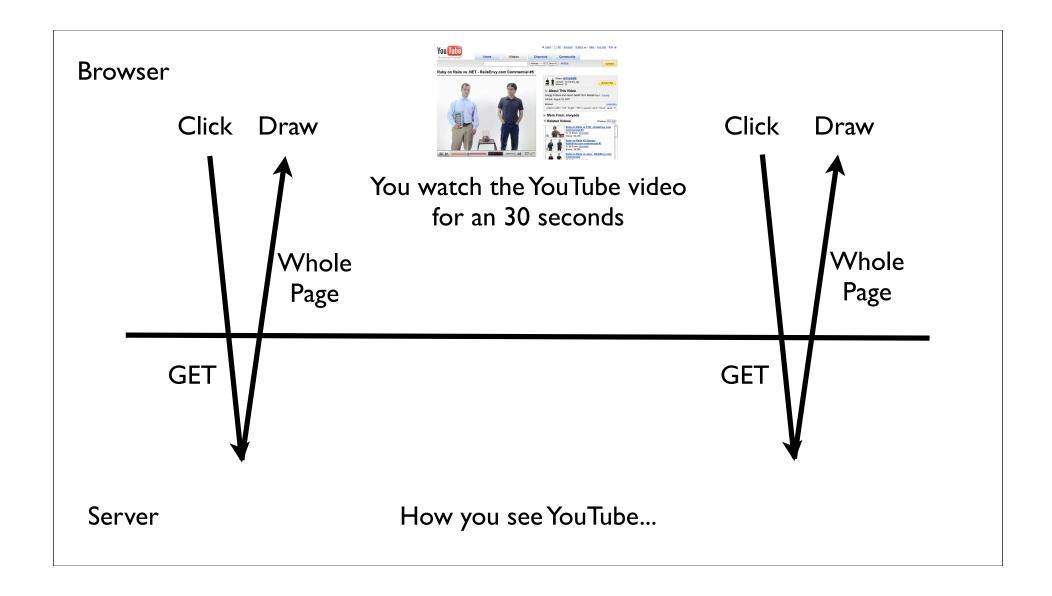
Textbook: Build Your own Ruby on Rails Application by Patrick Lenz (ISBN:978-0-975-8419-5-2)



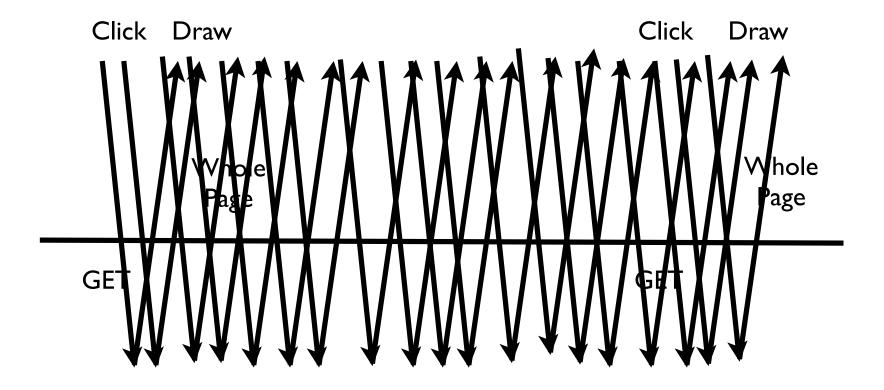
Some Web sites always seem to want to know who you are!



Other Web sites always seem to know who you are!



Browser



Server

How YouTube sees you...

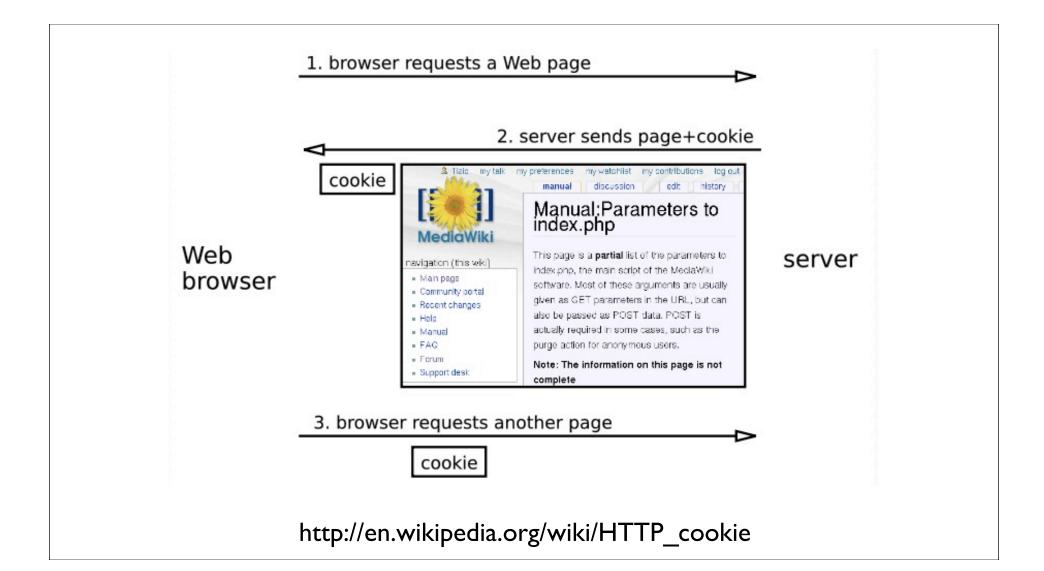
Multi-User

- When a server is interacting with many different browsers at the same time, the server needs to know *which* browser a particular request came from
- Request / Response initially was stateless all browsers looked identical - this was really really bad and did not last very long at all.

Web Cookies to the Rescue

Technically, cookies are arbitrary pieces of data chosen by the Web server and sent to the browser. The browser returns them unchanged to the server, introducing a state (memory of previous events) into otherwise stateless HTTP transactions. Without cookies, each retrieval of a Web page or component of a Web page is an isolated event, mostly unrelated to all other views of the pages of the same site.

http://en.wikipedia.org/wiki/HTTP_cookie

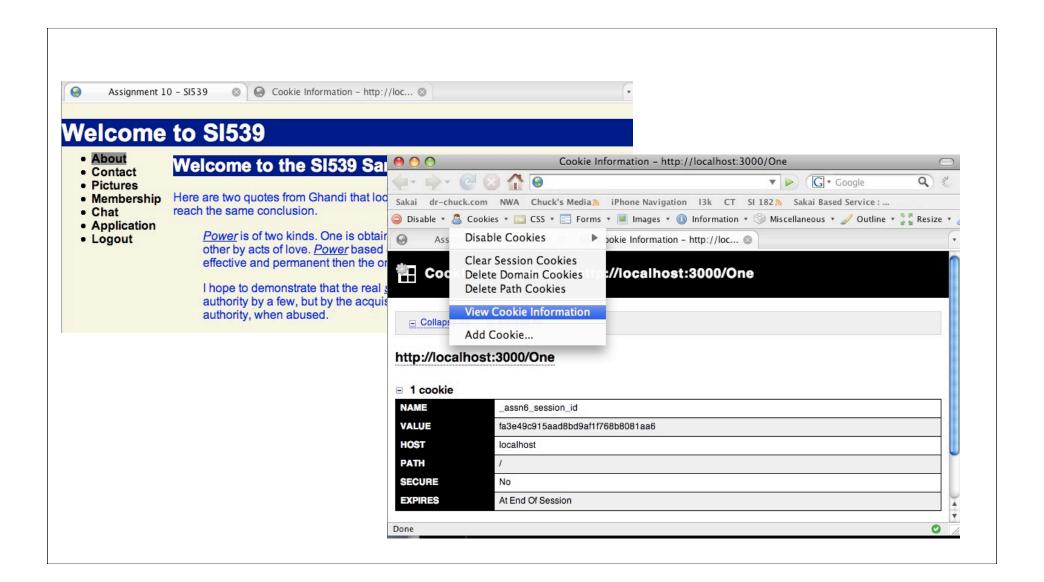


Cookies In the Browser

- Cookies are marked as to the web addresses they come from the browser only sends back cookies that were originally set by the same web server
- Cookies have an expiration date some last for years others are short-term and go away as soon as the browser is closed

Playing with Cookies

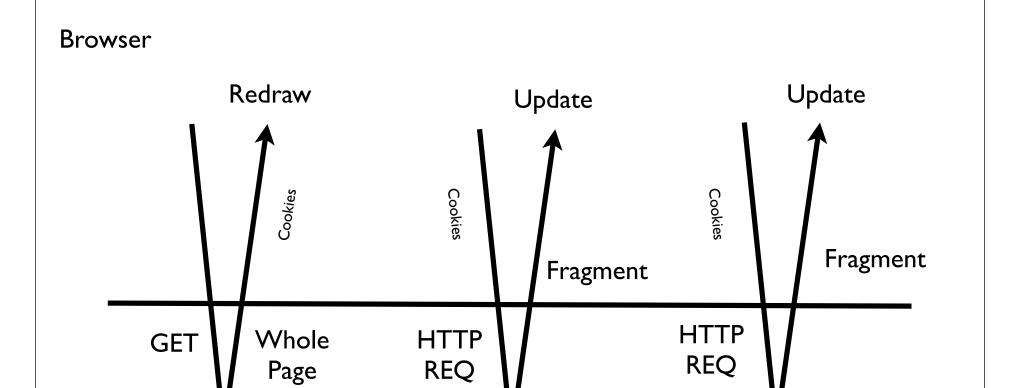
- Firefox Developer Plugin has a set of cookie features
- Other browsers have a way to view or change cookies



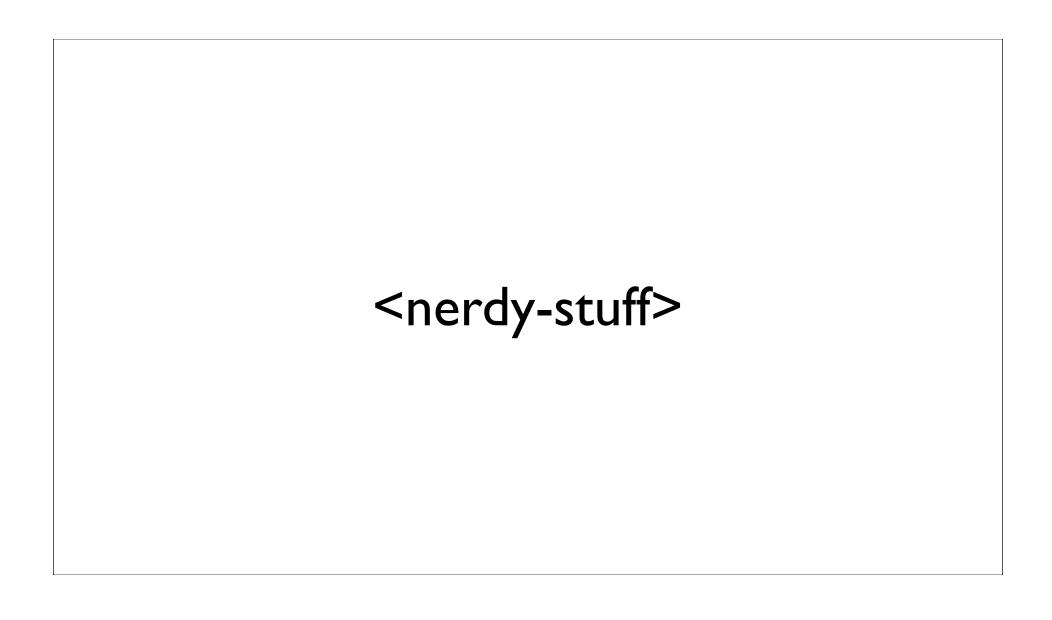
Cookies

- Identifying Individual Users
- The Web is "stateless"
- How do we make the web seem not to be stateless





Remember that cookies are only sent back to the host that set the cookie.

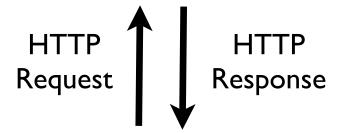


Getting Data From The Server

- Each time the user clicks on an anchor tag with an href= value to switch to a new page, the browser makes a connection to the web server and issues a "GET" request - to GET the content of the page at the specified URL
- The server returns the HTML document to the Browser which formats and displays the document to the user.

HTTP Request / Response Cycle

Web Server



Hello there my name is Chuck

Go ahead and click on here.

Browser

Internet Explorer, FireFox, Safari, etc.

The contract is the contract in the contract i

http://www.oreilly.com/openbook/cgi/ch04 02.html

HTTP Request / Response Cycle

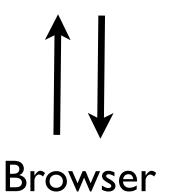
GET /index.html HTTP/I.I

Accept: www/source

Accept: text/html

User-Agent: Lynx/2.4

Web Server



HTTP/I.I 200 OK

Content-type: text/html

Set-Cookie: name=value

<head> .. </head>

<body>

<h | > Welcome

HTTP Request

HTTP Response

http://www.oreilly.com/openbook/cgi/ch04_02.html

HTTP Response / Request Cycle

HTTP/I.I 200 OK

Content-type: text/html

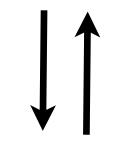
Set-Cookie: name=value

<head> .. </head>

<body>

<h I > Welcome

HTTP Response Web Server



Browser

GET /index.html HTTP/I.I

Accept: www/source

Accept: text/html

Cookie: name=value

User-Agent: Lynx/2.4

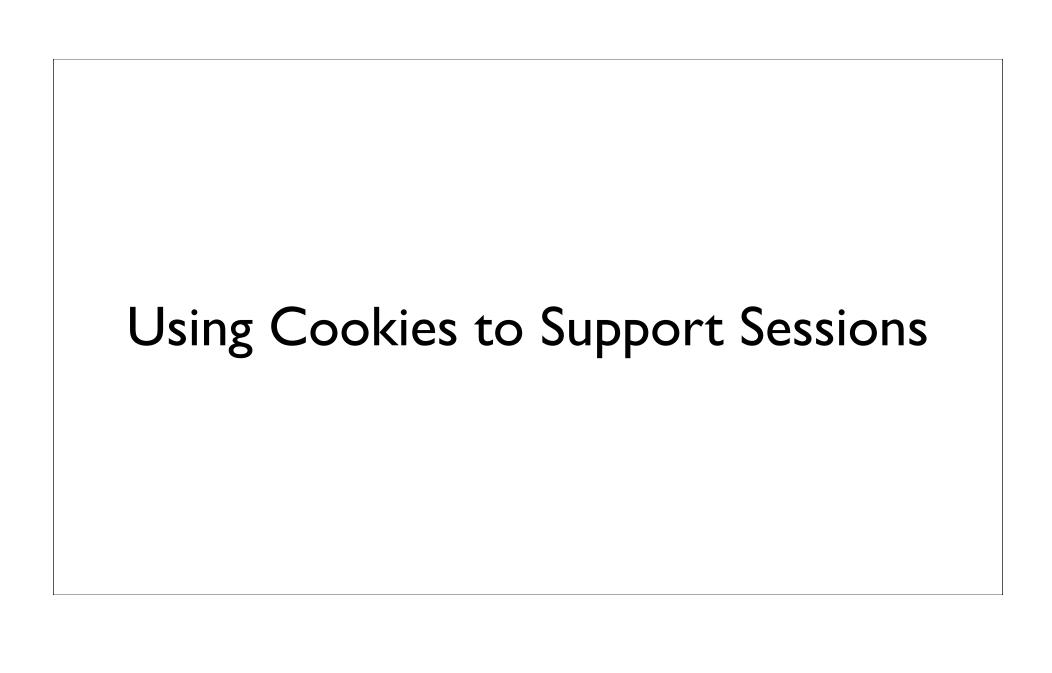
HTTP Request

http://www.oreilly.com/openbook/cgi/ch04 02.html



Sessions

- In Rails as soon as we meet a new browser we create a session
- Rails sets a session cookie to be stored in the browser which indicates the session id in use
- The creation and destruction of sessions is generally transparent to Rails applications



Using Cookies Wisely

- Usually the server only stores a small amount of information in the cookie
 - Permanent who you are account name last access time
 - Temporary session identifier

Session Identifier

- A large, random number that we place in a browser cookie the first time we encounter a browser.
- This number is used to pick from the many sessions that the server has active at any one time.
- Server software stores data in the session which it wants to have from one request to another from the same browser.
 - Shopping cart or login information

Browser A

cook=10 Session 10 Session 46

user=chuck user=jan bal=\$1000 bal=\$500

Browser B

cook=46

withdraw:

Browser C bal=bal-100

Browser A

cook=10 Session 10 Session 46

user=chuck user=jan bal=\$1000 bal=\$500

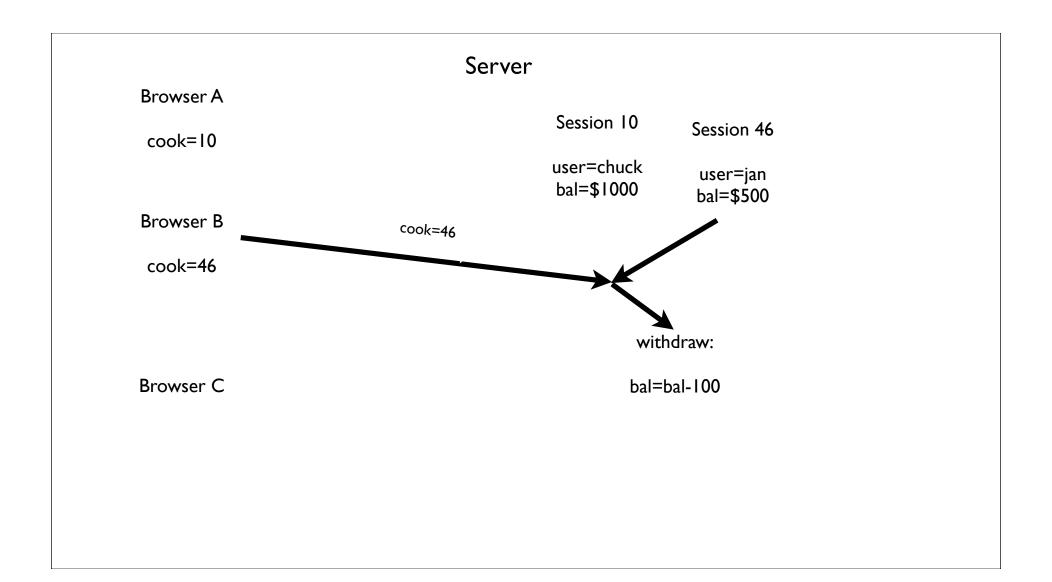
Browser B

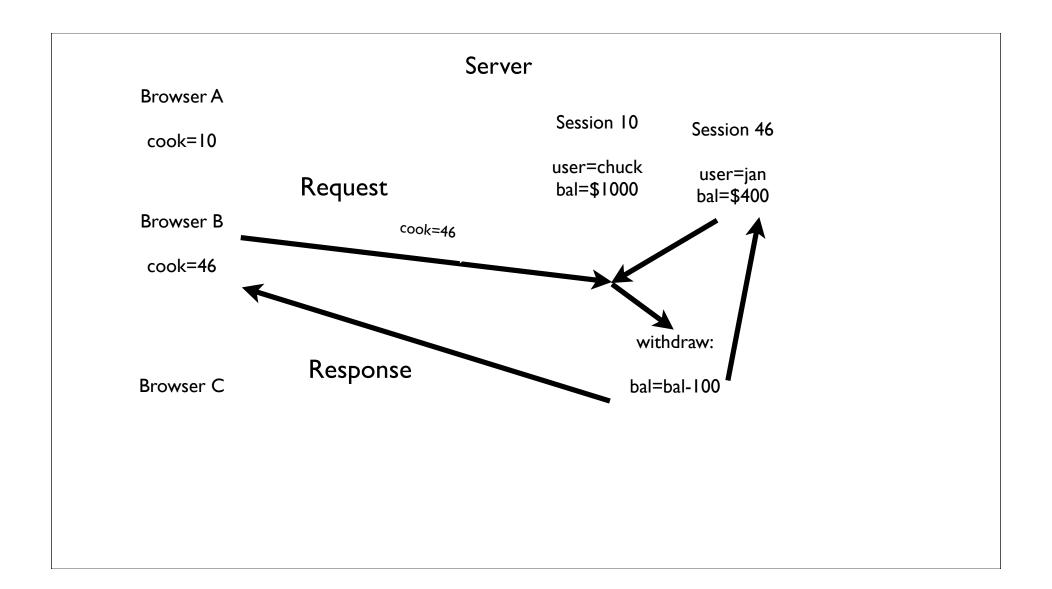
cook=46

Click

withdraw:

Browser C bal=bal-100





Browser A

cook=10 Session 10 Session 46

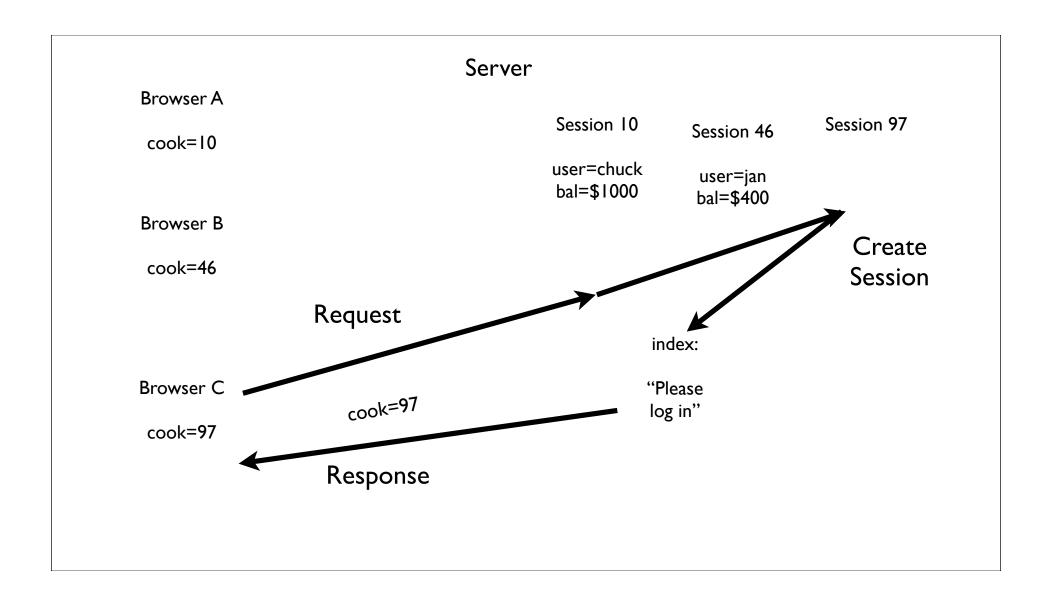
user=chuck user=jan bal=\$1000 bal=\$400

Browser B

cook=46

Browser C

Click



Browser A

cook=10 Session 10 Session 46 Session 97

user=chuck bal=\$1000 user=jan bal=\$400

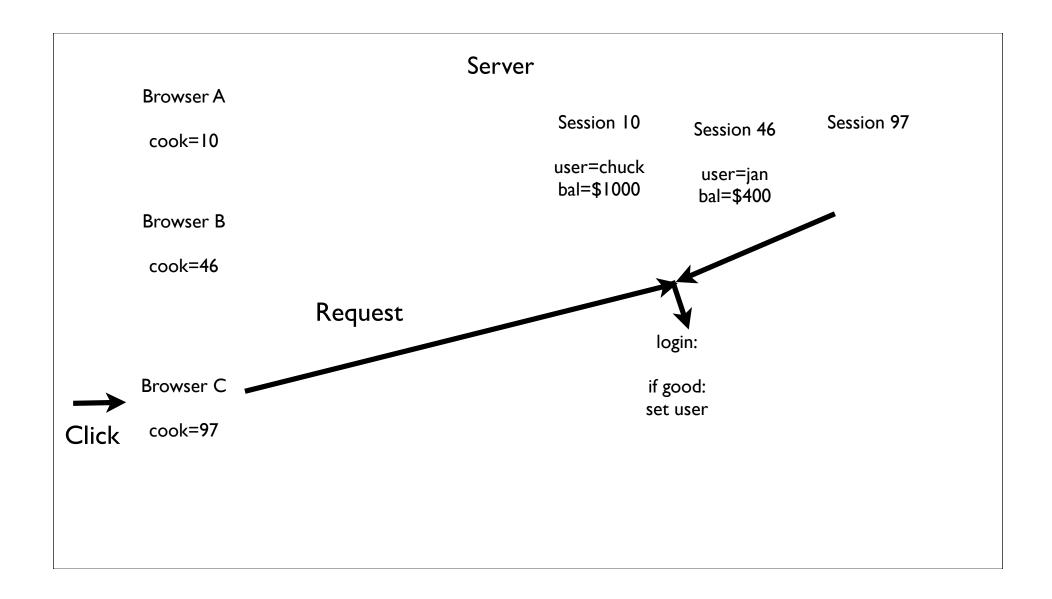
Browser B

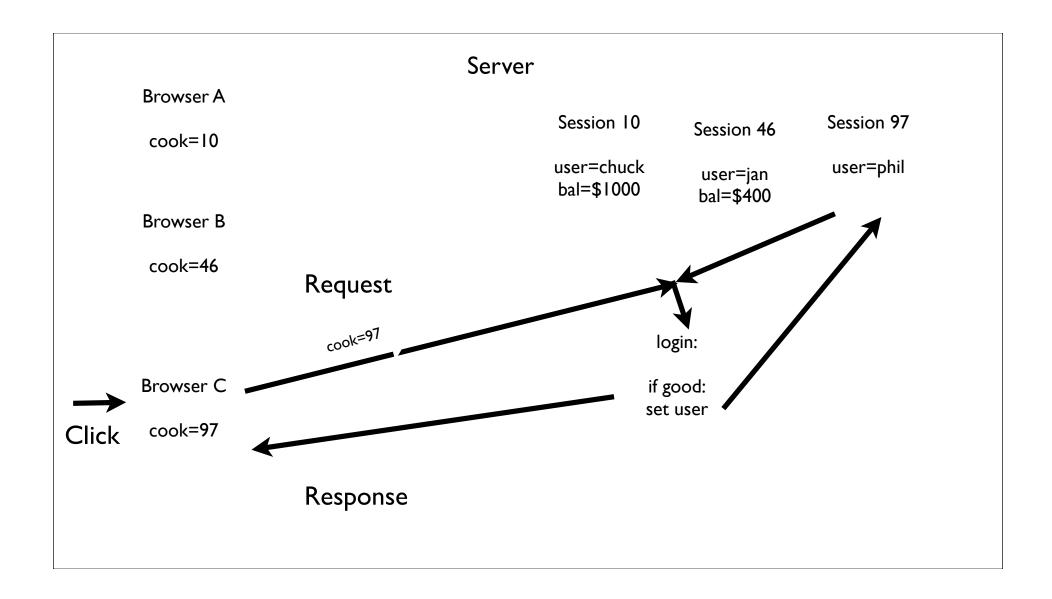
cook=46

Browser C

cook=97

Typing





Browser A

cook=10 Session 10 Session 46 Session 97

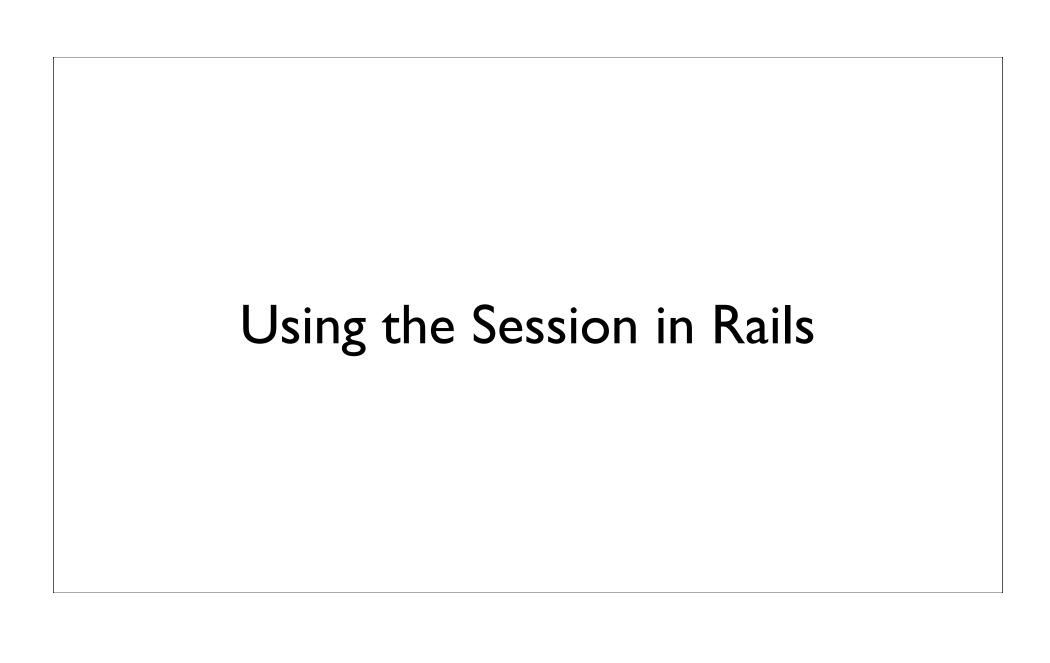
user=chuck user=jan user=phil bal=\$1000 bal=\$400

Browser B

cook=46

Browser C

cook=97



Session Variable

- In our view and controller there s a special hash map called "session" that persists across multiple HTTP Request / Response Cycles
- We can use this as a place to store long-lasting information such as the name of the current logged in user
- It is like flash but it lasts across request-response cycles

Log messages

- We have been seeing session information all along from our very first Rails program in the logs
- The session ID changes if you close and re-open a browser or open two browsers (Safari and Firefox) at the same time

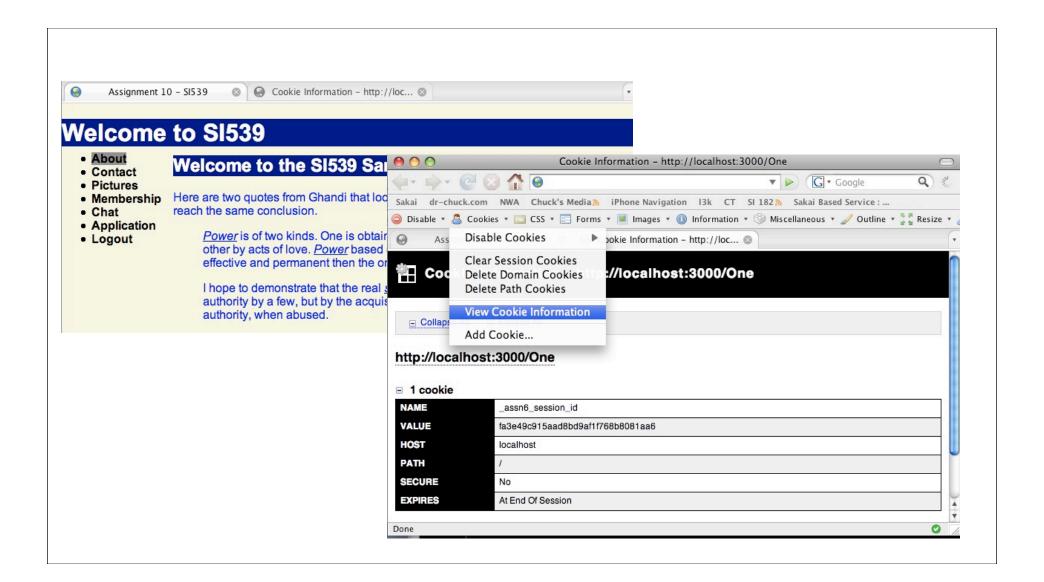
Processing Assn6Controller#index (for 127.0.0.1 at 2007-10-09 10:55:47) [GET]

Session ID: f012e17e4fe1d4c240a0cb34c69b2ab0

Parameters: {"action"=>"index", "controller"=>"assn6"}

Rendering assn6/index

Completed in 0.00195 (512 reqs/sec) | Rendering: 0.00096 (49%) | 200 OK [http://localhost/Assn6/]



Using the Session Hash

• To remove an entry, simply set the session to be nil

```
session[:lasalle] = params[:account]
if session[:lasalle] != nil
end
session[:lasalle] = nil
```

Objects in Session

• The session hash can store any object - not just strings

• However we generally do not want to fill session up with too much "stuff" - we ust put in things like logged-in user name, current course, and things that allow us to "look up" other important things.

Sessions

Sessions allows you to store objects in between requests. This is useful for objects that are not yet ready to be persisted, such as a Signup object constructed in a multi-paged process, or objects that don't change much and are needed all the time, such as a User object for a system that requires login. The session should not be used, however, as a cache for objects where it's likely they could be changed unknowingly. It's usually too much work to keep it all synchronized — something databases already excel at.

You can place objects in the session by using the session method, which accesses a hash:

```
session[:person] = Person.authenticate(user_name, password)
```

And retrieved again through the same hash:

```
Hello #{session[:person]}
```

For removing objects from the session, you can either assign a single key to nil, like <code>session[:person] = nil</code>, or you can remove the entire session with reset session.

By default, sessions are stored on the file system in RAILS_ROOT/tmp/sessions. Any object can be placed in the session (as long as it can be Marshalled). But remember that 1000 active sessions each storing a 50kb object could lead to a 50MB store on the filesystem. In other words, think carefully about size and caching before resorting to the use of the session on the filesystem.

http://api.rubyonrails.org/classes/ActionController/Base.html

Login / Logout Pattern

Login / Logout

- Having a session is not the same as being logged in.
- Generally you have a session the instant you connect to a web site
- The Session ID cookie is set when the first page is delivered
- Login puts user information in the session (stored in the server)
- Logout removes user information from the session

In Rails...

- We will pick a key to be where we store our logged in user object in the session.
- Login sets the entry and logout clears the entry
- The entry starts out empty when a brand new session is created when a browser first connects so you are "not logged in" (*)

Some applications like Twitter and Flickr automate the login process by setting a long-term cookie in the browser - if this long-term cookie is present - you get auto-logged in.



```
def login
 session[:lasalle] = nil
if not request.post?
   return
 end
 if params[:yourpw] == nil or params[:yourmail] == nil or
 params[:yourpw] == "" or params[:yourmail] == ""
  flash[:notice] = "Please specify both E-Mail and password"
  return
 end
 memb = Member.find by email(params[:yourmail])
 logger.info "Retrieved member $#(memb)"
 if memb == nil or params[:yourpw] != 'secret'
  flash[:notice] = "Account / Password combination not found"
  return
 end
 session[:lasalle] = memb
 logger.info "User logged in:#{memb.email}"
 redirect to :action => 'index'
end
```

Clear user information in session.

def login session[:lasalle] = nil if not request.post? return end

Check for bad data from the form.

if params[:yourpw] == nil or params[:yourmail] == nil or params[:yourpw] == "" or params[:yourmail] == "" flash[:notice] = "Please specify both E-Mail and password" return

Look up to see if the

end

id/password is right.

memb = Member.find by email(params[:yourmail])

Store the member object in the session hash.

logger.info "Retrieved member \$#(memb)" if memb == nil or params[:yourpw] != 'secret'

flash[:notice] = "Account / Password combination not found"

return

end

session[:lasalle] = memb

logger.info "User logged in:#{memb.email}"

redirect_to :action => 'index'

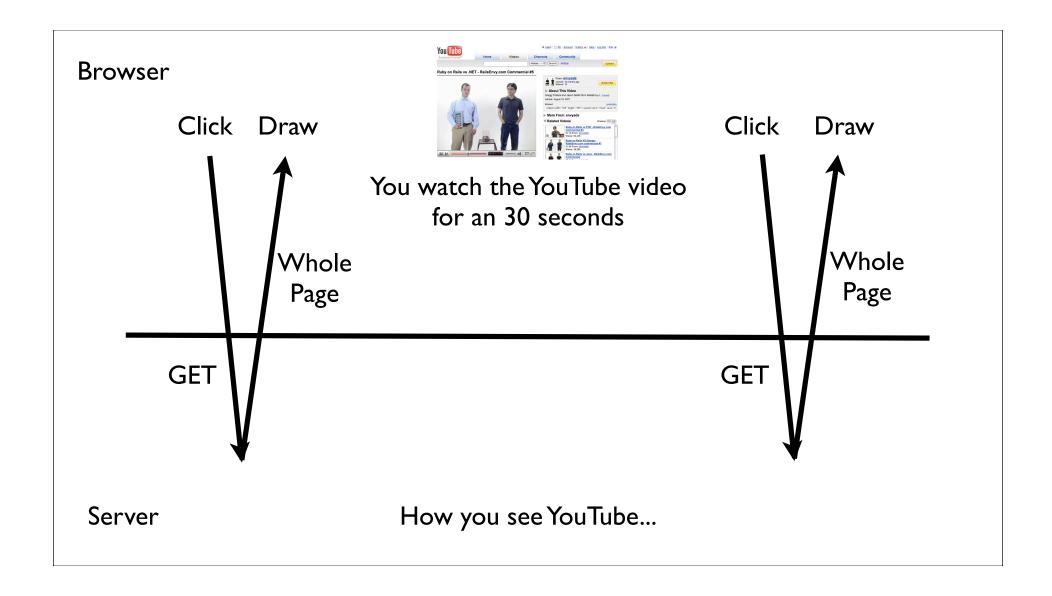
end

Using Session Information

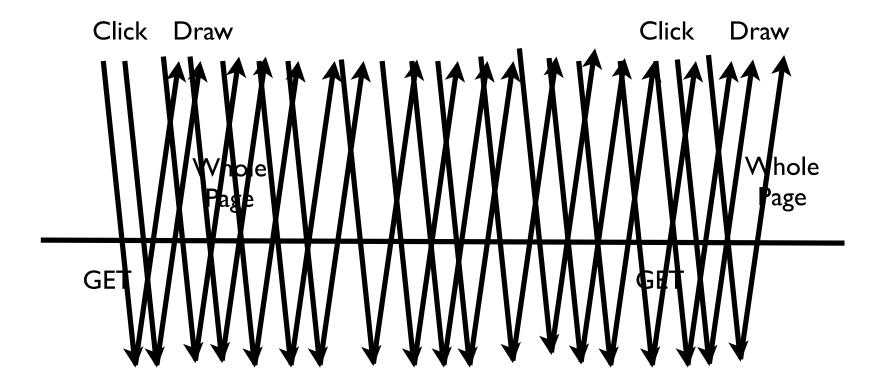
Logout is easy...

```
def logout
  session[:lasalle] = nil
  redirect_to :action => 'index'
end
```

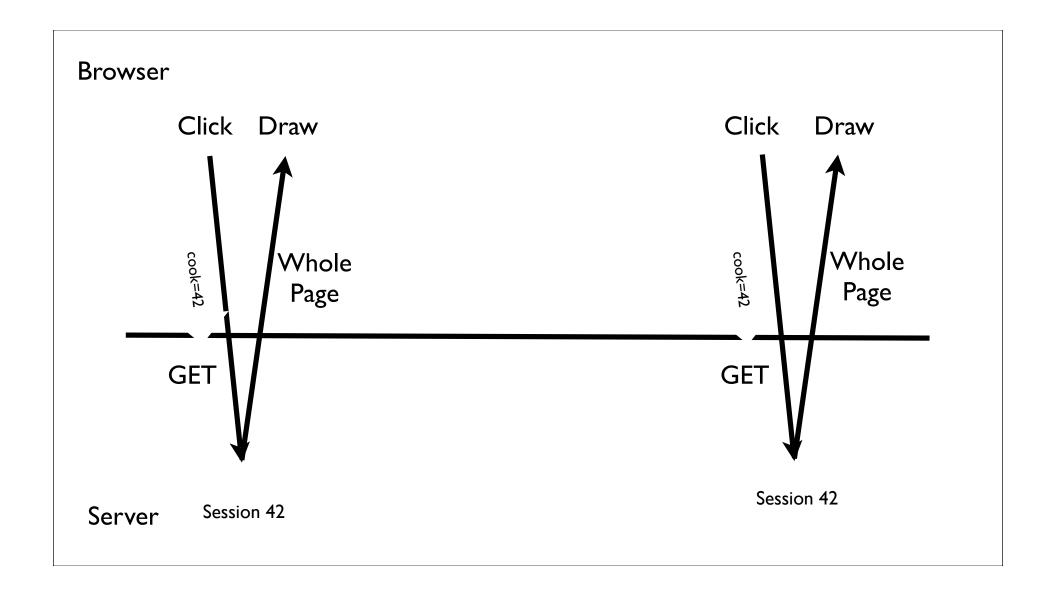
Remove the user data from the session hash.



Browser



Server



Summary

- Cookies take the stateless web and allow servers to store small "breadcrumbs" in each browser.
- Session IDs are large random numbers stored in a cookie and used to maintain a session on the server for each of the browsers connecting to the server
- Rails applications can use the session[] hash map to stre data across multiple request/response cycles.